Sprint backlog

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| User Stories | Tasks | LV4 | LV5 | LV6 | LV7 | LV8 |
| **As a player, I want to be able navigate my character around the world** | Create a player. | X |  |  |  |  |
| Create an extensive map |  |  | X |  |  |
| Implement the steering of the player | X |  |  |  |  |
| Create static buildings | X |  |  |  |  |
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| **As a player, I would like to kill hostile zombies and interact with other humans/zombies on the map** | Create zombies | X |  |  |  |  |
| Create humans |  | X |  |  |  |
| Algorithms:  Target orientation  A\* algorithm | X | X |  |  |  |
| Create weapons | X |  |  |  |  |
| Pick up weapons |  | X |  |  |  |
| Health meter |  | X |  |  |  |
| Inventory |  |  | X |  |  |
| Infections (humans gets infected by zombies) |  |  | X |  |  |
| **As a player, I want to choose which map I should play on and make other choices in some sort of start menu.** | Create a graphical representation of the start menu |  |  | X |  |  |
| Create a “settings” option |  |  | X |  |  |
| Let the user choose game options (map, number of zombies from start aso.) |  |  |  |  |  |
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| **As a player I want to be able to walk into a house.** | Create the house with interior. |  |  |  |  |  |
| Remove roof when player enters a building |  |  |  |  |  |
| Doors. |  |  |  |  |  |
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